

# SAMPLE STUDENT

Philadelphia PA

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## EDUCATION

**Bachelor of Science, Computer Science** (Expected 20XX)

Concentration: Game Development and Programming

Minors: Digital Media and Music

## WORK EXPERIENCE

**Co-op Programmer, Oracle America Inc., 20XX – 20XX**

- Developed a modular Java Web Service ETL process
  - Application was responsible for gathering information from various sources, parsing the data, and transferring the data into Oracle's Business Intelligence solution, OBIEE
  - Used software design patterns to abstract the insertion processes from the extraction and parsing
- Performed various database administration tasks
- Developed in a daily scrum environment

## GAME PROJECT EXPERIENCE

### Lullaby

- A 2D puzzle-based platformer (Flash)
  - Responsible for composing the score (Logic 9), developing the core game mechanics, and co-designed the levels

### AntiSpider

- A fast-paced 2D top-down radial tower-defense game (Unity)
  - Developed the core gameplay mechanics, co-developed the GUI, designed the level, integrated audio and sound effects, and developed an intelligent spawning system

### Eidolon

- An infinite 3D rail-shooter with rotating gameplay mechanics (Unity)
  - Co-designed the level segments, co-designed and developed the differing gameplay mechanics, programmed the enemy artificial intelligence, assumed a co-producer role on the team

## TECHNOLOGIES

### Operating Systems

Mac (OSX, iOS), Windows (XP, Vista, 7), Linux (Ubuntu, OEL, Linus Mint)

### Languages

#### **Proficient:**

Java, SQL, Python

#### **Familiar:**

Bash, C++, C, HTML, Visual Basic, Ruby, PL-SQL, PHP, JavaScript, ActionScript

### IDEs and Editors

Netbeans, Eclipse, Unity, Vim, Monodevelop, TextWrangler

### Databases

Oracle Database, MySQL

### Version Control Systems

SVN, Mercurial, Perforce

### Other

Microsoft Office Suite, OBIEE, SQL Developer, Smartbear Code Collaborator, Photoshop, Illustrator, Maya, Logic

## RELEVANT COURSEWORK

Overview of Gaming  
Artificial Intelligence  
Data Structures  
Computer Graphic Imagery  
Linear Engineering Systems  
Advanced Programming Techniques  
Software Design  
Human Computer Interaction  
Game Design and Development  
Graphical User Interface  
Programming Language Concepts